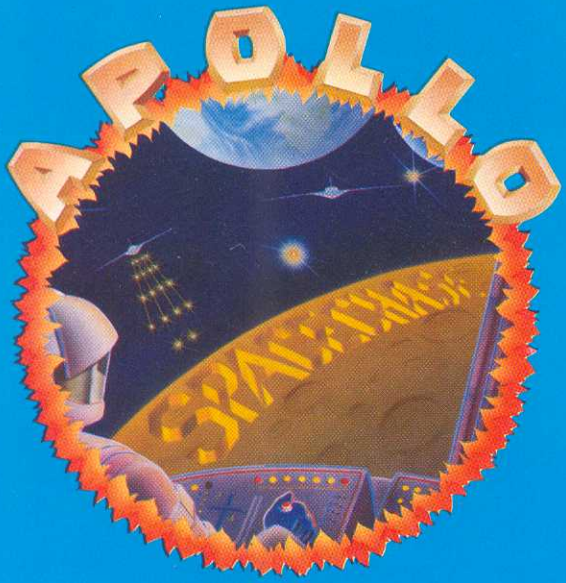
SPACECHASE™

For One or Two Players

DIRECTIONS INSIDE FOR 24 EXCITING GAME VARIATIONS

GAME INSTRUCTIONS



GAMES BY APOLLO, INC.

SPACECHASE

You left Planet Earth just moments ago for routine moon-based primary-satellite scout duty. You are commanding a squadron consisting of three heavily armed Mark 16 Starcruisers. Suddenly you are attacked by alien enemy raiders energizing from the ether... obviously molecularly energized from a distant galaxy. They fire neutron missiles which will destroy your Starcruiser upon impact.

Your mission is to destroy the alien enemy ships until reinforcements can arrive from Planet Earth. These arrive at the approximate rate of one Starcruiser every 10,000 points. The enemy's arsenal also consists of Lazer-Directed Heat-Seeking Proton Missiles which are fired sparingly.

WARNING: As the battle progresses, the enemy grows desperate and fires the Lazer-Directed Heat-Seeking Proton Missiles more frequently.

THE SET-UP

Spacechase™ is played with one or two players using the Joystick Controller. Be sure the power is off whenever you insert or remove Spacechase™ from your video game system.

THE DIFFICULTY SWITCH

Set the Difficulty Switch on the "B" (down) position to start. Your missiles have a greater velocity in this position, making it easier to hit the enemy.

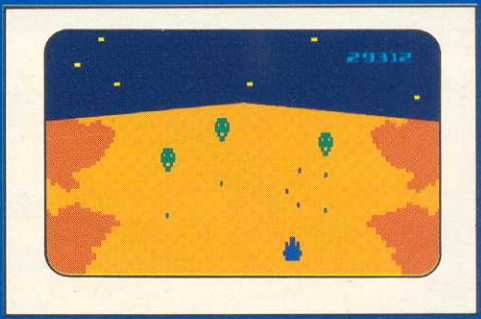
To provide a handicap advantage for a less experienced player in a two player game, you may vary the positions of the Difficulty Switch. Simply leave the switch in position B for the inexperienced player, and position A for the more experienced player.

THE JOYSTICK

ONE PLAYER GAMES. Hold your Joystick Controller so that the red "FIRE" button is in the upper lefthand corner. Use this button to launch your missiles. Using your Joystick Controller, move your Starcruiser over the mountain ranges and craters on the face of the moon. You can move in any of eight different directions as illustrated above. NOTE: Vertical movement (up and down) is limited to the bottom one-third of the screen.

TWO PLAYER GAMES: The play for Two Player games is the same as that described for One Player games. The only difference is that players take turns in commanding the Starcruisers. Each player's turn will continue until he loses one Starcruiser from alien fire.

CONTROLLER



SCORING

Minimum Heat-Seeking Missiles:

Each time you destroy a Level One alien ship, you score 125 points. A Level Two alien ship scores 200 points. A Level Three alien ship scores 275 points. Each time you hit an alien missile you score an additional 50 points.

When your score reaches 10,000 points, the game automatically switches to Level Two. At 40,000 points, the game automatically switches to Level Three. However, by utilizing the Game Select Switch as described in the Game Menu, you can begin to score directly on Level Two or Level Three.

Aithough you can score more points at Levels Two and Three, it is more difficult to do because the alien ships are smaller and their missiles are faster.

Maximum Heat-Seeking Missiles:

If you are playing a game that includes Maximum Heat-Seeking Missiles, the scoring is as follows: Level One: for each alien ship destroyed—175 points. Level Two: for each alien ship destroyed—250 points. Level Three: for each alien ship destroyed—325 points. In addition, for each Heat Seeking Missile you destroy, you receive an additional 100 points.

GAME MENU

GAME NO. 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24
ONE PLAYER
TWO PLAYERS
LIMITED HEAT-SEEKING MISSILES
MAXIMUM HEAT-SEEKING MISSILES
LEVEL ONE DIFFICULTY
LEVEL TWO DIFFICULTY
LEVEL THREE DIFFICULTY
DAYTIME BATTLE
NIGHTTIME BATTLE

There are 24 variations of Spacechase.™ Select your favorite with the game select switch on your console choosing from any of the variations shown above on our game matrix.

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